

RI

Conversion program

COLLABORATORS

	<i>TITLE :</i> RI		
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REVISION HISTORY

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Chapter 1

RI

1.1 Overview of RI FX Lib V2.5

Overview

NOTE: The library has had a lot of the commands inside it expanded so that they work on any size bitmap. At the moment the following, though, will only work on lorez bitmaps:

ZoomX8, Derez and ZoomXY

None of the commands in this library use the blitter chip. Also note that the maximum bitmap depth for these functions is 8.

1.2 RI FX Lib V2.5

Statement: FadeInBitmap

Modes : Amiga/Blitz

Syntax: FadeInBitmap source#,dest#,delay[,offset1,offset2,height]

This is used to make an any width, any height, bitmap appear on another one in a nice way. Source# and dest# should be bitmap object numbers and delay is the 'slow-down' value for the fade. This is necessary because this routine works very fast - at full speed it looks just like a slow screen copy. You should note that the delay is taken as being a word, thus don't pass 0 or you'll actually get a delay of 65535. This routine will adjust itself to take into account the depth of the bitmap,

WARNING: the depth of the destination bitmap should be AT LEAST as big as the depth of the source# bitmap because the depth of the fade is taken from the source# bitmap.

The optional parameters in this command allow you to set respectively, the source bitmap y offset, the destination bitmap y offset and the height of the fade (in pixels). If these parameters are left out then the fade automatically occurs across the full size of the bitmap.

See: ClearBitmap

1.3 RI FX Lib V2.5

Statement: ClearBitmap

Modes : Amiga/Blitz

Syntax: ClearBitmap source#,delay[,offset,height]

This is used to clear an any width, any height, bitmap in a very pleasant way. The parameters are the same as for FadeInBitmap except that only one bitmap is needed. The delay parameter is used for the same reason as in FadeInBitmap - to slow down the effect. The optional parameters allow you to set a y start value for the clear and the height (in pixels) of the clear.

See: FadeInBitmap

1.4 RI FX Lib V2.5

Statement: ZoomX2

Modes : Amiga/Blitz

Syntax: ZoomX2 source#,dest#,add_source,add_dest,width,height

This command does a very fast X2 zoom. It works with two bitmaps - one source and one destination (NOTE: these can be the same bitmap but you should be careful that the zoom is not done over the source data). The two parameters add_source and add_dest allow you to specify the position of the start of the zoom, they are specified as byte offsets from the top left corner of the bitmaps (byte 0). These values can be calculated by the following method:

$$\text{add_source} = (Y \times \text{BITMAP_WIDTH (in bytes)} + (X / 8))$$

or by using the built in command ADDValue. Width and height are both specified in pixels.

NOTE: There is no clipping on this command - be careful not to zoom off the edges of bitmaps.

You can zoom from a bitmap to a different size bitmap BUT the destination bitmap must be as deep as the source and big enough to hold the zoomed data.

See: ZoomX4, ZoomX8 and ADDValue

1.5 RI FX Lib V2.5

Statement: ZoomX4

Modes : Amiga/Blitz

Syntax: ZoomX4 source#,dest#,add_source,add_dest,width,height

This is exactly the same as ZoomX2 except that a times 4 zoom is done by this command.

NOTE: You can zoom from a bitmap to a different size bitmap BUT the destination bitmap must be as deep as the source and big enough to hold the zoomed data.

See: ZoomX2, ADDValue

1.6 RI FX Lib V2.5

Statement: ZoomX8

Modes : Amiga/Blitz

Syntax: ZoomX8 source#,dest#,add_source,add_dest,width,height

This is exactly the same as ZoomX2 except that a times 8 zoom is done by this command.

See: ZoomX2, ADDValue

1.7 RI FX Lib V2.5

Function: ADDValue

Modes : Amiga/Blitz

Syntax: addval.w=ADDValue(bitmap#, x, y)

This function can be used to calculate the add_source and add_dest values used in all the zoom commands. Just give the bitmap number, x co-ordinate and the y co-ordinate and you'll get an answer back that can be used straight in the ZoomXn commands.

See: ZoomX2, ZoomX4, ZoomX8 and ZoomXY

1.8 RI FX Lib V2.5

Statement: InitZoomXY

Modes : Amiga/Blitz

Syntax: InitZoomXY source#,dest#,add_source,add_dest

This command initialises the ZoomXY routine to the bitmaps you want it to work on. You MUST use this routine before calling ZoomXY. The parameters are the same as the first four parameter for the ZoomXn commands - source and destination bitmaps and add_source/destination values.

See: ZoomXY

1.9 RI FX Lib V2.5

Statement: ZoomXY

Modes : Amiga/Blitz

Syntax: ZoomXY xzoom_value,yzoom_value,height

This command does a zoom based on the values you give it. You should note, though, that zoom values should be integer values (no fractional part). The height is the height in pixels that the source data should be zoomed to. Please note that this command is different to the other zoom commands in that the output of it is clipped to fit inside 320 pixels.

NOTE: This command should only be used after InitZoomXY has been called.

This routine has an extra feature in that if you give both zoom values as 1 then a bitmap copy is done from the source to the dest using the offsets given and the height.

See: InitZoomXY

1.10 RI FX Lib V2.5

Statement: Derez

Modes : Amiga/Blitz

Syntax: Derez source#,dest#,add_source,add_dest,derez_value,height

This command is used to derez a low resolution bitmap onto another one. The bitmaps are source# and dest#, add_source and add_dest are used to control the start position of the derez (see ZoomX2 and ADDValue to see how these are calculated). The derez value is obviously the amount that each pixel will be derezed to in both the x and y directions, the height is the height of the derez - the derez is clipped to fit inside this in the y direction and inside 320 pixels in the x direction.

This routine has an extra feature in that if you give derez_value as 1 then a bitmap copy is done from the source to the dest using the offsets given and the height.

1.11 RI FX Lib V2.5

Statement: ReduceX2

Modes : Amiga/Blitz

Syntax: ReduceX2 source#,dest#,add_source,add_dest,width,height

This command halves the given rectangle of one bitmap and pastes it onto the destination bitmap. Width should be a multiple of 16, width and height should describe a rectangular area that will be reduced (these values should be in pixels).

See: ZoomX2 and other commands for more information about the syntax of this command.

1.12 RI FX Lib V2.5

RI FX Lib V2.5

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Undocumented commands added by Toby Zuidveld 02/03/1999
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Overview

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Example Programs

EXAMPLE 1 - An Example of Using The Zoom Commands :

Load Example 1
Compile It!